

Heritage Lighting Restoration

Aesthetic Lighting refers to the visual aspects of lighting that enhance the beauty and ambiance of a historic monument, taking into account the color temperature, intensity, and distribution of light to create a pleasing atmosphere, for example, using warm white light to create a cozy and inviting atmosphere in a historic building, while cool white light can be used to create a bright and energizing atmosphere in a modern monument.

Aiming Diagram is a technical drawing that shows the orientation and position of lighting fixtures in relation to the historic monument, helping lighting designers to determine the best placement and aiming of lights to achieve the desired lighting effect, for instance, an aiming diagram can be used to determine the optimal position of spotlights to highlight a specific architectural feature of a monument.

Ambient Lighting is a type of lighting that provides a general illumination to a space, creating a comfortable and inviting atmosphere, often used in historic monuments to create a sense of warmth and welcoming, for example, ambient lighting can be used to illuminate a historic hallway or room, creating a cozy and inviting atmosphere for visitors.

Architectural Lighting refers to the use of light to accentuate and highlight the architectural features of a historic monument, such as columns, arches, and domes, for example, using spotlights to highlight the intricate carvings on a historic building's facade.

Artifact Lighting is a type of lighting that is specifically designed to illuminate and protect artifacts and exhibits in a historic monument, taking into account the sensitivity of the artifacts to light and heat, for instance, using low-intensity and low-UV lighting to illuminate sensitive artifacts in a museum.

Beam Angle refers to the width of the light beam emitted by a lighting fixture, measured in degrees, with a narrower beam angle producing a more focused and intense light, for example, a beam angle of 10 degrees can be used to create a narrow and intense beam of light to highlight a specific architectural feature.

Brightness refers to the intensity of light emitted by a lighting fixture, measured in candelas or lux, with higher brightness levels producing a more intense and vibrant light, for instance, a lighting fixture with a high brightness level can be used to create a dramatic and attention-grabbing effect in a historic monument.

Building Information Modeling (BIM) is a digital representation of a building or historic monument, used to analyze and simulate the lighting design, taking into account the geometry and materials of the building, for example, BIM can be used to simulate the lighting effects of different lighting designs on a historic building's facade.

Candela is a unit of measurement for the intensity of light, used to express the brightness of a lighting fixture, for instance, a lighting fixture with a high candela rating can be used to create a bright and intense light in a historic monument.

Chromaticity refers to the color temperature of light, measured in Kelvin (K), with warmer colors having a lower color temperature and cooler colors having a higher color temperature, for example, a warm white light with a color temperature of 2700K can be used to create a cozy and inviting atmosphere in a historic building.

Color Rendering Index (CRI) is a measure of a lighting fixture's ability to accurately render the colors of an object or surface, with higher CRI values indicating better color rendering, for instance, a lighting fixture with a high CRI value can be used to illuminate artwork or exhibits in a historic monument.

Conservation Lighting is a type of lighting that is specifically designed to preserve and protect the artifacts and exhibits in a historic monument, taking into account the sensitivity of the artifacts to light and heat, for example, using low-intensity and low-UV lighting to illuminate sensitive artifacts in a museum.

Contrast Ratio refers to the difference in brightness between two or more areas or objects, used to create visual interest and emphasis in a lighting design, for instance, a high contrast ratio can be used to create a dramatic and attention-grabbing effect in a historic monument.

Control System refers to the hardware and software used to control and regulate the lighting fixtures in a historic monument, including dimming and scheduling systems, for example, a control system can be used to automatically turn off lights when a historic building is closed.

Cut-off Angle refers to the angle at which the light beam from a lighting fixture is blocked or obstructed, used to prevent glare and light pollution, for instance, a cut-off angle of 30 degrees can be used to prevent glare from a streetlight.

Daylight Harvesting refers to the use of natural daylight to supplement or replace artificial lighting in a historic monument, using controls and sensors to adjust the lighting levels, for example, daylight harvesting can be used to reduce energy consumption in a historic building by using natural daylight during the day.

Diffuser refers to a material or component used to scatter and soften the light emitted by a lighting fixture, reducing glare and hotspots, for instance, a diffuser can be used to soften the light from a spotlight and reduce glare.

Dimming refers to the reduction of the intensity of light emitted by a lighting fixture, used to create a specific atmosphere or effect, for example, dimming can be used to create a romantic and intimate atmosphere in a historic restaurant.

Direct Lighting refers to the use of light directly on an object or surface, without any diffusion or reflection, used to create high contrast and dramatic effects, for instance, direct lighting can be used to highlight a specific architectural feature of a historic monument.

Efficiency refers to the ratio of the amount of light emitted by a lighting fixture to the amount of energy consumed, with higher efficiency values indicating better performance, for example, an energy-efficient lighting fixture can be used to reduce energy consumption in a historic building.

Emergency Lighting is a type of lighting that is required by code to provide a safe and reliable means of egress in case of an emergency, for instance, emergency lighting can be used to illuminate exit signs and pathways in a historic building.

Energy Efficiency refers to the use of energy-efficient lighting fixtures and technologies to reduce energy consumption and costs in a historic monument, for example, using LED lighting fixtures can help reduce energy consumption in a historic building.

Facade Lighting refers to the use of light to illuminate and accentuate the exterior of a historic monument, including the walls, columns, and arches, for instance, facade lighting can be used to highlight the intricate carvings on a historic building's facade.

Fixture refers to the physical device that holds and directs the light, including lamps, lenses, and reflectors, for example, a fixture can be used to hold and direct the light from a spotlight.

Flexibility refers to the ability of a lighting system to be adjusted and modified to meet the changing needs

of a historic monument, for instance, a flexible lighting system can be used to adjust the lighting levels and color temperature in a historic building.

Focus refers to the direction and concentration of the light beam, used to highlight and emphasize specific features or objects, for example, focus can be used to highlight a specific architectural feature of a historic monument.

Footcandle is a unit of measurement for the intensity of light, used to express the amount of light that falls on a surface, for instance, a footcandle can be used to measure the amount of light that falls on a historic building's facade.

Glare refers to the uncomfortable or distracting effect of light that is too bright or intense, for example, glare can be used to create a dramatic and attention-grabbing effect in a historic monument, but can also be uncomfortable for visitors.

Heritage Lighting refers to the use of lighting to preserve and protect the cultural and historical significance of a monument or building, for instance, heritage lighting can be used to preserve the historic character of a building's facade.

Highlighting refers to the use of light to accentuate and emphasize specific features or objects, creating visual interest and emphasis, for example, highlighting can be used to accentuate the intricate carvings on a historic building's facade.

Historic Color refers to the original or traditional colors used in a historic monument or building, for instance, historic color can be used to restore a historic building's facade to its original appearance.

Historic Lighting refers to the use of lighting to preserve and protect the cultural and historical significance of a monument or building, for example, historic lighting can be used to preserve the historic character of a building's facade.

Illuminance refers to the amount of light that falls on a surface, measured in lux or footcandles, for instance, illuminance can be used to measure the amount of light that falls on a historic building's facade.

Intensity refers to the amount of light emitted by a lighting fixture, measured in candelas or lux, for example, intensity can be used to create a dramatic and attention-grabbing effect in a historic monument.

Kelvin (K) is a unit of measurement for the color temperature of light, with warmer colors having a lower Kelvin rating and cooler colors having a higher Kelvin rating, for instance, a warm white light with a color temperature of 2700K can be used to create a cozy and inviting atmosphere in a historic building.

Lamp refers to the source of light, including incandescent, halogen, fluorescent, and LED lamps, for example, a lamp can be used to provide light in a historic building.

Layering refers to the use of multiple layers of light to create a complex and interesting lighting design, for instance, layering can be used to create a sense of depth and visual interest in a historic monument.

Lens refers to a transparent or translucent material used to focus and direct the light, for example, a lens can be used to focus and direct the light from a spotlight.

Light Distribution refers to the pattern of light emitted by a lighting fixture, including spot, flood, and diffuse distributions, for instance, light distribution can be used to create a specific lighting effect in a historic monument.

Light Loss Factor refers to the reduction in light output over time, due to degradation of the lighting fixture or dirt accumulation, for example, light loss factor can be used to calculate the maintenance requirements of a lighting system in a historic building.

Light Pollution refers to the unwanted or excessive light that is emitted into the environment, for instance,

light pollution can be used to create a dramatic and attention-grabbing effect in a historic monument, but can also be a nuisance to the surrounding environment.

Lumen Maintenance refers to the ability of a lighting fixture to maintain its light output over time, for example, lumen maintenance can be used to calculate the maintenance requirements of a lighting system in a historic building.

Lumens per Watt (lm/W) is a unit of measurement for the efficiency of a lighting fixture, with higher values indicating better performance, for instance, lumens per watt can be used to compare the efficiency of different lighting fixtures.

Lux is a unit of measurement for the illuminance of a surface, for example, lux can be used to measure the amount of light that falls on a historic building's facade.

Maintenance Factor refers to the reduction in light output over time, due to degradation of the lighting fixture or dirt accumulation, for instance, maintenance factor can be used to calculate the maintenance requirements of a lighting system in a historic building.

Monument Lighting refers to the use of lighting to preserve and protect the cultural and historical significance of a monument or building, for example, monument lighting can be used to preserve the historic character of a building's facade.

Museum Lighting refers to the use of lighting to preserve and protect the artifacts and exhibits in a museum or historic monument, for instance, museum lighting can be used to preserve the historic character of a building's facade.

Natural Light refers to the natural daylight that enters a building or monument, for example, natural light can be used to create a sense of warmth and welcoming in a historic building.

Obtrusive Light refers to the unwanted or distracting light that is emitted from a lighting fixture, for instance, obtrusive light can be used to create a dramatic and attention-grabbing effect in a historic monument, but can also be uncomfortable for visitors.

Outdoor Lighting refers to the use of lighting to illuminate and accentuate the exterior of a historic monument or building, for example, outdoor lighting can be used to highlight the intricate carvings on a historic building's facade.

Photometric refers to the measurement and analysis of the optical properties of light, including intensity, color, and distribution, for instance, photometric can be used to analyze the lighting effects of different lighting designs on a historic building's facade.

Preservation Lighting refers to the use of lighting to preserve and protect the cultural and historical significance of a monument or building, for example, preservation lighting can be used to preserve the historic character of a building's facade.

Reflectance refers to the amount of light that is reflected by a surface, for instance, reflectance can be used to create a sense of brightness and visual interest in a historic monument.

Reflector refers to a surface or material used to reflect and redirect the light, for example, a reflector can be used to redirect the light from a spotlight and reduce glare.

Restoration Lighting refers to the use of lighting to restore and recreate the original lighting design of a historic monument or building, for instance, restoration lighting can be used to restore a historic building's facade to its original appearance.

Scheduling refers to the use of controls and timers to regulate and automate the lighting system, for example, scheduling can be used to automatically turn off lights when a historic building is closed.

Shading refers to the use of shades or diffusers to soften and scatter the light, reducing glare and hotspots, for instance, shading can be used to soften the light from a spotlight and reduce glare.

Shielding refers to the use of barriers or obstructions to block or reduce the light, for example, shielding can be used to block the light from a streetlight and reduce glare.

Spot Lighting refers to the use of directional lighting to highlight and emphasize specific features or objects, for instance, spot lighting can be used to highlight a specific architectural feature of a historic monument.

Sustainability refers to the use of energy-efficient and environmentally friendly lighting practices and technologies, for example, sustainability can be used to reduce energy consumption and costs in a historic building.

Task Lighting refers to the use of light to perform a specific task or activity, such as reading or exhibiting, for instance, task lighting can be used to provide light for reading in a historic library.

Uplighting refers to the use of light to illuminate and accentuate the upper portions of a historic monument or building, for example, uplighting can be used to highlight the intricate carvings on a historic building's facade.

UV Stabilization refers to the use of materials or treatments to protect and stabilize the lighting fixtures and components from the effects of ultraviolet (UV) light, for instance, UV stabilization can be used to protect the lighting fixtures in a historic building from the effects of UV light.

Visual Comfort refers to the comfort and well-being of the occupants or visitors of a historic monument or building, in terms of the lighting quality and quantity, for example, visual comfort can be used to create a sense of warmth and welcoming in a historic building.

Wattage refers to the amount of energy consumed by a lighting fixture, measured in watts (W), for instance, wattage can be used to calculate the energy consumption of a lighting system in a historic building.

Workplane refers to the surface or area where tasks are performed, such as a desk or workbench, for example, workplane can be used to provide light for reading in a historic library.